

**REMARKS**

Summary

This Amendment is responsive to the Office Action mailed on December 4, 2002. Claims 1-22 are pending. Claims 18, 19, and 21 are amended herein.

Claims 1-17, 20, and 22 are allowed.

Claims 18, 19, and 21 stand rejected under 35 U.S.C. § 112, first paragraph, as they contain only a single means. Claims 18, 19, and 21 are amended herein to overcome the rejection under 35 U.S.C. § 112, first paragraph.

Applicants respectfully traverse these rejections in view of the amended claims and the following comments.

Discussion of Amended Claims

Claim 18 is amended to include a memory for storing input image data and a sprite generation means. Claim 18 is further amended to specify that the means for providing an initial estimate is a motion estimation means (see, e.g., Applicant's Figure 1 and the corresponding description in the text at page 13).

Claim 19 is amended to include a sprite generation means. Claim 19 is further amended to specify that the means for performing shot detection is a shot detection means (see, e.g., Applicant's Figure 3 and the corresponding description in the specification at pages 16-17).

Claim 21 is amended to include second means for generating the second field sprites (see, e.g., Applicant's Figure 10 and the corresponding description in the specification at pages 22-23).

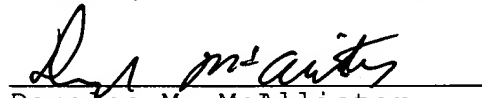
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Each of Applicant's claims 18, 19, and 21 now contain more than a single means. Withdrawal of the rejections under 35 U.S.C. § 112 is therefore respectfully requested.

Conclusion

The Examiner is respectfully requested to reconsider this application, allow each of the pending claims and to pass this application on to an early issue. If there are any remaining issues that need to be addressed in order to place this application into condition for allowance, the Examiner is requested to telephone Applicants' undersigned attorney.

Respectfully submitted,



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**VERSION OF AMENDED CLAIMS WITH MARKINGS TO SHOW CHANGES MADE**

18. (Amended) An apparatus for generating a sprite from at least an initial input image, comprising:

a memory for storing input image data;

motion estimation means operatively associated with said memory for providing an initial estimate of motion parameter data for providing a registration between the sprite and the initial input image based on motion parameter data of at least two input images that precede the initial input image; and

sprite generation means for generating a sprite from at least an initial input image.

19. (Amended) An apparatus for generating a sprite from a plurality of input images, comprising:

shot detection means for performing shot detection on the input images to provide a group of successive images that share a common scene; and

sprite generation means for [use in] forming the sprite from said group of successive images.

21. (Amended) An apparatus for generating sprite data from at least one initial input image that comprises interlaced first and second fields, comprising:

first means for generating [separate] first [and second] field sprites with [separate] first motion parameter data for the first [and second] fields[, respectively,] of the at least one input image; and

second means for generating second field sprites with second motion parameter data for the second fields of the at least one input image.

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